

**CITY OF LONGVIEW PARD  
SUMMER SOFTBALL RULES 2015  
ASA**

**THE GAME**

1. A regulation game is 55 minutes or time permitting seven innings. Games called by rain, lightning or field conditions will be official if 4 or more innings have been completed or 45 minutes have been played. The game will be rescheduled from the beginning. In the event of a tie the game will continue until a winner is declared by scoring more runs in the inning.

**RAIN-OUT-GAMES**

2. On Rain out days, call the PARD Athletic Recorder at 903-237-1118 after 3:00 P.M. Rain-out games will be rescheduled by PARD Athletics. Coaches will receive a rain-out schedule by email giving the date, time and field of their make up game. Check schedules and standings at [parks.longviewtexas.gov](http://parks.longviewtexas.gov)

**RUN RULE**

3. Any team ahead by 20 runs after three innings, 15 runs after four innings, or 10 runs after five innings, will be declared the winner.

**GAME TIME**

4. Game time is forfeit time! There will be a 5-minute grace period before forfeiting the 6:45 game only. Clock will be reset for 55 minutes. AT THE COMPLETION OF THE FIRST GAME 3MINUTES WILL BE PLACED ON THE GAME CLOCK BY THE SCOREKEEPER. THE CLOCK WILL RUN THE 3 MINUTES TO ALLOW TEAMS TO LEAVE AND ENTER THE FIELDS. AT THE END OF THE 3 MINUTES TEAMS MUST BE READY TO PLAY. The batting order is official when reviewed by the umpires and the coach at home plate prior to the start of the game. Game clock will start after the coaches meeting is official Any change is a substitution. Teams must have a minimum of 7-players on the field or in the dugout to start a game. Players not present at game time will be added as they arrive. A TEAM MAY NOT ADD THE 11<sup>TH</sup> OR 12<sup>TH</sup> PLAYER AFTER THE COACHES AND UMPIRES MEETING. No games will start until scheduled game starting time. If both teams agree to start early it will be noted on the score sheet. Starting times will be recorded on the score sheet. Games starting with 7 players will have an out in the 8<sup>th</sup> player spot.
5. All teams must have their line-up sheets ready to turn in to the umpires at least 5

minutes before game time.

6. Any team can begin and end a game with 7 players. 7 PLAYERS MUST BE IN THE DUGOUT OR IN THE field AREA AND CAN BE COUNTED BY THE UMPIRES BEFORE A GAME MAY BEGIN. The 8<sup>th</sup> player will receive an out.

*EXCEPTION: In Coed leagues, teams will have the opportunity to play with 9 players, but if so they must take an out in either the 9<sup>th</sup> or 10<sup>th</sup> player's spot in the line-up. Cannot play with 11 and take an out.*

7. In all leagues, if a team begins a game with 11 players or less, and they have *no legal substitutes, a player ejection will result in a forfeit.*

A. Short-Handed Rule:

If a team begins a game with 11 players or less, and a player/s leaves due to injury, illness, disqualification, or any reason other than ejection, there will not be a forfeit. There will be an out in that batter's position in the batting order. Must have seven players to continue play.

B. Players arriving late to the game must go to the umpire to have their name added to the line-up sheet.

8. IF PREVIOUS GAMES END EARLY AND THE TEAMS DO NOT HAVE ALL THEIR PLAYERS READY TO PLAY, THE GAME WILL NOT START UNTIL OFFICIAL GAME TIME. IF THE TEAMS DO NOT HAVE 7 PLAYERS AND WANT TO HAVE A SCRIMMAGE GAME THE UMPIRES AND SCOREKEEPERS WILL UMPIRE AND SCOREKEEP THE GAME.
9. Any form of infield practice is PROHIBITED before each game starting time. This could result in a forfeit of your scheduled game.

LINE-UP SHEETS

10. Line-up sheets are obtained from the PARD scorekeeper. First and last name and shirt numbers are required on the line-up sheet. You may provide your own lineup sheets. No game will start until the scorekeeper has the lineups and the scorebook is ready for play. The scorekeepers book is the official book.
11. Players listed on the official line-up must be in the dugout or field area at game time. Players that arrive late must bat at the end of the line-up.
12. Official score and time will be kept by the PARD scorekeepers. The games will begin

## Softballs

according to the PARD scorekeeper's time on each field. Starting times will be recorded on the official scorebook. The official time will be kept by the scorekeeper in case of scoreboard malfunctions. Scorekeepers will be instructed to not start the game clock until official game time unless both teams approve the early start. Scorekeepers will record balls, strikes, score and innings on the scoreboard.

### HOME RUNS

13. *On any fair-batted ball hit over the fence for a home run, or a four base award, the batter and all runners are credited with a score. The batter and any runners on base do not need to run any bases.*
14. (A) Open 1:  
Each team will be limited to 6 unobstructed over-the-fence home runs per game. Any home run over 6 will be considered A FOUL. A foul ball home run on the third strike will be an out.  
  
(B) Open 2-3-4  
Each team will be limited to 4 unobstructed over-the-fence home runs per game. Any home run over 4 will be considered A FOUL. A foul ball home run on the third strike will be an out  
  
(C) Open-5-6  
Each team will be limited to 2 unobstructed over-the-fence home runs per game. Any home run over 2 will result in an OUT. A foul ball home run on the third strike will be an out.

#### Church 1, Industrial 1, Church Coed 1 and Coed 1:

Each team in these divisions will be limited to 4 unobstructed over-the-fence home runs per game. Any home run over 4 will be considered A FOUL. A foul ball home run on the third strike will be an out.

in all other divisions, teams are limited to 2 unobstructed over-the-fence home runs per game. Anything over 2 home runs will be considered AN OUT. A foul ball home run on the third strike will be an out.

### SCHEDULES

15. Schedules will be formulated after the registration deadline by the PARD athletic office and will be available at the Coaches Meeting on THURSDAY, June 11 at 6 P.M. at Broughton Recreation Center, 801 MLK Blvd.  
NO SCHEDULES WILL BE RELEASED EARLY!

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16. Teams will be placed in a division according to the following criteria:  
Skill level, past season's record, returning players number of home run hitters, etc.  
PARD RESERVES THE RIGHT TO CHANGE ANY TEAM'S DIVISION AFTER THE FIRST GAME IS PLAYED.
17. Teams must make all special schedule requests *when they register*.  
Church conflicts must be turned in with team roster - i.e. Revivals, camps, programs. THERE WILL BE NO SCHEDULE CHANGES AFTER SCHEDULES ARE COMPLETED. ALL SCHEDULES BECOME FINAL AT THE COACHES MEETING. NO SPECIAL REQUESTS CAN BE MADE AFTER THE SEASON STARTS.

PLAYER ATTIRE

18. All Teams will have team shirts. All teams must wear shirts that are similar in color and have a non-duplicated number on the back of their shirts. Legal numbers are 0-99. Any type of a like shirt with any type of a number will be legal. (Plain t-shirts of the same color and number markings will be legal.)  
Shirts must have reasonable arm holes. Players (male or female) wearing shirts that expose their midsection of body may be asked to change shirts or leave the game. All shirts must have a number.
19. Exposed jewelry, if judged by the softball plate umpire to be dangerous, may not be worn during a game. Failure to remove jewelry will result in a player disqualification. Medical alert jewelry will not be removed.
20. Metal or detachable cleats are not allowed in slow-pitch softball. Players wearing metal cleats will not be allowed to play. If a player is on base and the team has no legal substitute, an out will be called and the team will play shorthanded until the player is wearing legal shoes. Players wearing metal cleats after being warned by the umpire shall be ejected. All players must wear athletic type shoes.
21. Ball caps, visors, and headbands are optional. If worn, they can be mixed, *but must be worn properly*. Handkerchiefs do not qualify as headbands and cannot be worn around the head or neck. Plastic visors are not allowed. Must be of a one-piece construction.

SOFTBALLS

22. Softballs may be purchased from the Hinsley Park concession stand for \$5.00 per ball. Teams may hit their own balls Each team must start the game with two new

## Softballs

balls or nearly new balls each. All others must be new or nearly new condition. Umpires must approve all balls. The yellow optic ball is now the legal ball in all slow pitch play.

### Mens League

ASA approved Max. COR. 52, 12" ball must be used. The ball must be a yellow optic cover/red stitch with a max. compression of 300 pounds or less will be used in Men's play The yellow optic ball will be used in all slow pitch play. Must have the ASA Logo

### Women Leagues Coed Women

ASA approved Max. COR. 44 or under, 11" ball must be used. The ball must be a Yellow optic cover/red stitch with a max. compression of 375 pounds. The yellow optic ball will be used in all slow pitch women's play and coed play. The umpires will approve all game balls. Must have the ASA Logo.

## BATS

23. Must have the ASA 2000, 2004 Logo or USSSA Logo. NO SENIOR BATS WILL BE ALLOWED. Bats that were legal prior to 2000 that meet all bat specifications, if tested and would comply with the ASA bat performance standard now in effect are legal. All altered and shaved bats are illegal. Bats could be taken from the team or player and sent to the ASA or USSSA lab for testing. Some will be ASA and some will be USSSA. All bats must include a safety grip.

ALL BATS WILL NOW BE TESTED WITH AN ASA VERSION "BARREL COMPRESSION TESTER. All tested approved bats will have a sticker placed on the bat. The 2013 ASA Bat Hologram sticker is a silver circle with 2013 inside. Any player coming to bat without an approved marking on the bat will be given an out and the bat will be removed from the game until tested. The bat must have a pressure of at least 1300 PSI before the bat compresses. The "Barrel Compression Tester" will always be available at the Hinsley Park Complex for bat testing. Random checks will be made on bats during the season. The plate umpire or the team coach may request a bat check at any time during the game.

### HOW MANY LEAGUES ARE YOU ALLOWED TO PLAY IN?

24. A player may participate in the following: 2 Open Leagues, 1 Industrial League, 1

Women's League, 1 Church League, 1 Church Coed League, and 2 Open Coed Leagues. Women will be allowed to play in the Open and Industrial leagues if no women's league is formed. Women teams will be allowed to play in the Open league if there is no women league. No Open 1 or Coed 1 players will be allowed to play on Open 5-6 or Coed 5-6 teams. If teams from Open 1 and Coed 1 are on Open 5-6 or Coed 5-6 these teams will be moved to Open 1-2-3-4. All rosters will be monitored. A player may play on more than one team in the same division. If they should play at the same time the player must decide which team he/she will be playing on. All games will be delayed for Industrial and Church or Church coed.

A player may play in 7 Leagues.

25. Schedules WILL NOT be rearranged or rescheduled because a player participates on more than one team. Those players participating on more than one team, if scheduled to play at the same time, will have to choose one or the other. All games will begin once seven players are available to play.

THERE WILL BE NO WAITING TIME FOR ANY OTHER LEAGUES!

- 26.. Once a team has completed its season, a player will not be allowed to play on another team.
27. A player may change teams during the season if approved by the PARD Athletic Supervisor. When changing teams, a *player release form* must be completed in the PARD office.
28. Players may be added to original roster through March 6th without being counted as player additions. Rosters are considered final except for 3 *player additions*. Player additions must be submitted no later than 5 PM Friday, July 3rd. NO EXCEPTIONS!

**PLEASE NOTE: PARD WILL REVIEW ALL PLAYER ADDITIONS BEFORE THE PLAYER IS ADDED TO A ROSTER.**

29. To be considered official, each player must:
- A) Be included on the official team roster form.
  - B) Sign the waiver form on the team roster, or fill out and sign a player addition card.
  - C) Player adds will be accepted at the game by the scorekeeper prior to playing.
  - D) All team rosters and waivers must be turned in before playing their first game,
- NO EXCEPTIONS!

The PARD athletic office can deny, at any time, any player from playing in any given division once the schedules are final and teams are placed in their division.

30. Teams are limited to 20 players per roster.
31. After a line-up has become official and if a player listed on the line-up is not on a roster, that game will be a forfeit and the player and coach could be suspended. The game will continue play. This will not penalize the other team allowing them to play their game. Umpires and scorekeepers will work the game. PARD will check the player roster for the player in question. Results of the protest will be announced at the end of the game. Player protest are always protestable with no protest fee. Protest must be made by the coach before the end of the game.
32. A coach or player caught falsifying rosters or waiver signatures, playing people under assumed names, using profanity, fighting etc., could be subject to a minimum one-year suspension in all PARD, ASA, and/or TAAF sports. Players and coaches will not be allowed on City owned or leased facilities until the suspension is served.
33. Each player must be 16 years of age in order to participate in the PARD adult softball league. (14-18 in Youth Church Coed League Only) Youth Church Coed league catchers (MUST wear a catcher's helmet with mask or a batting helmet with mask.)
34. If there is any question regarding a player's true identity, any PARD official can request from the person in question proper identification (driver's license or other photo ID.) Failure to provide identification could result in a forfeit plus player and coach could be suspended from all sports for a minimum of one year. All players must have a photo ID at the game site. All player identity, eligibility and roster protest must be made during the game. No protest will be accepted after the game is complete. No monies need be paid for this type of protest.

### CHURCH LEAGUES

35. *Reminder to Church Teams:* Please fill in your revival dates on the team roster when you register so that games will not be scheduled during that time. Otherwise, changes will not be made to accommodate your team. NO EXCEPTIONS! Men's church/church coed teams may have up to three (3) players from another church play on their team. These players MUST be from a church that is NOT playing in the Church Leagues. Two churches also may combine to form a men's church/church coed team. Church league rosters must be signed by *the church pastor*.

### INDUSTRIAL LEAGUES

36. Eight (8) players must be an employee of one company, or one City or County government, and qualify for benefits offered by the company or City/County

government.

To qualify as an employee, the player must work the minimum number of hours per week normally worked in the company by a full-time employee.

NOTE: A team may add six (6) non-company players to their industrial team.

### COED LEAGUES

37. Coed games can only begin with the following male/female ratios:  
4 men/4 women, 4 men/5 women, 5 men/4 women, 5 men/5 women, 6 men/6 women. (To play 6 men and 6 women, all must be present and in the dugout at starting time) No outs will be allowed. ALSO, coed games can begin with 4 Men/3 women with an out in the either the 7<sup>th</sup> or 8<sup>th</sup> position or 4 women/3 men with an out in the 7<sup>th</sup> or 8<sup>th</sup> position.

Defensive positions must include pitcher/catcher (1 man and 1 woman), and no more than 2 men or 2 women in the infield or outfield. Infielders must be on the dirt edge of the grass of the field and the outfielders must be on the grass part of the outfield. The outfielders cannot come into the dirt part of the infield until the ball is hit. (Ruling. Dead ball. Award hitter first base. Advance all other runners if forced to advance)

The batting order must alternate man/woman, man/woman etc.

ASA & PARD RULE: Coed teams can start a game with 9 players (5 men/4 women, or 4 men/5 women), but if they do, they must take an out in either the 9<sup>th</sup> or 10<sup>th</sup> player's spot in the batting line-up. If a game starts with 7 players (4 men/3 women or 3 men/4 women), they must take an out in either the 7<sup>th</sup> or 8<sup>th</sup> player's spot in the batting line-up.

Any walk to a male batter will result in a 2-base award. At this point, the female must bat. Any walk to a male batter with two outs will give the female batter the option of walking or batting.

In coed leagues, both 11" and 12" softballs will be used. The umpire will rotate softballs for each batter. If the wrong ball is hit, the coach of the offensive team has the option of taking the result of the play, or having the last batter re-bat and assume the ball and strike count prior to the wrong ball being discovered.

In coed play, if a player is injured or disqualified and there is no legal substitution, an out will be declared when that person comes to bat, thus putting the *short-handed rule* into effect. An ejection with no substitute present will result in a forfeit.



### FORFEITS/EJECTIONS

38. The Athletic Supervisor, umpire, or designated PARD official on duty may impose any ejection or forfeit.

Putting hands on, pushing, or threatening an umpire or player fighting, profanity, slander, vulgarity, alcohol consumption, or any unsportsmanlike conduct committed by anyone will result in a serious penalty as deemed necessary by PARD.

IN OPEN LEAGUE PLAY AND COED LEAGUE PLAY CONTROL OF THE PLAYERS IS THE RESPONSIBILITY OF THE COACH. IF A PLAYER IS EJECTED AND IT IS DETERMINED THAT THE COACH DID NOT MAKE AN EFFORT TO CONTROL HIS/HER PLAYERS, THE COACH MAY ALSO BE EJECTED. SUSPENSIONS ALSO WILL BE DETERMINED BY THE SEVERITY OF THE INCIDENT.

39. Any one arguing balls and strikes will be given a team warning. Any repeat offense could result in the disqualification or ejection of that team member. Arguing safe and outs are judgement calls. A coach may request from the umpire that made the call to have a conference with his/her co-official. Their decision is final and not further protest will be taken. The coach protest must be made in a calm and reasonable manner.

40. When ejected from a game, the ejected player(s), coaches or spectators must leave the playing facility and park immediately and not return. Failure to do so could result in a game forfeit and player, coach or spectator suspension for a minimum of one year. Players/coaches should leave the game in a timely manner. Spectators should be the responsibility of the PARD representative.

When ejected, the player(s) *will not* be allowed on the playing site or in the park until the suspension has been fulfilled. If a player/coach has a second game following his/her ejection they will not play that game.

When ejected, the ejected player must contact the PARD Athletic Supervisor the following day regarding the number of games that he/she will sit out. The nature of the ejection will determine the penalty (i.e. profanity, fighting).

A player or spectator can be ejected before, during, or after a game. The athletic supervisor or his/her appointed employees and game officials may impose any ejection.

Also, when ejected, the player will not be allowed to participate on any other team.

41. A player removed from the game for a rule violation is a disqualified player and will only be ineligible to play for that game. However, players who are ejected will be

subject to suspension.

42. Teams that forfeit a scheduled game will be ineligible for a team award. However the team may continue to play in the league. At no time is money ever refunded!
43. Consumption of drugs and alcohol is prohibited anywhere in any City of Longview park, including the parking lot. **NO ALCOHOL WILL BE ALLOWED IN THE DUGOUTS, PLAYING FIELDS, HANGING ON THE FENCE OUTSIDE THE DUGOUTS OR IN THE BLEACHERS AT ANY TIME. COOLERS MAY BE CHECKED AT ANY TIME BY THE UMPIRES OR PARD OFFICIAL. ANY OFFENDERS (PLAYERS OR GUESTS) WILL BE EJECTED FOR THIS VIOLATION AND THE GAME COULD BE FORFEITED. NO SMOKING OR ANY FORM OF TOBACCO WILL BE ALLOWED IN THE DUGOUTS OR PLAYING FIELDS. SPECTATORS ARE NOT ALLOWED TO SMOKE IN THE STANDS DURING A GAME. BAT BAGS AND EQUIPMENT BAGS ARE SUBJECT TO INSPECTION AT ANY TIME.**

#### PROTESTS

44. When protesting, the burden of proof lies with the protesting coach. Seventy Five dollars (\$75.00) cash must be given to the PARD scorekeeper or the evening coordinator at the time of protest, before any protest will be considered. The protest must be made prior to the next pitch. Protest may be for rules or rules interpretation only. Umpire judgement calls are not protestable

All protests must be submitted in writing the following day to the PARD office.

Judgment calls are not protestable. Examples are listed in the *ASA Official Rules of Softball* manual. (Examples-Balls, Strikes, outs and safe, fair or foul balls, balls hit at the pitcher). Any rule misinterpretation or questions about playing rules shall be ruled on at the time they occur. The game **MUST** be stopped and an ASA rules person or City of Longview PARD person should assist with the umpires to enforce the rule correctly.

#### AWARDS AND PLAYOFFS

45. Awards are given to the following:  
Champions: To be determined  
Runner-up: To be determined

**Any team that forfeits a league game will not be eligible for a team award.**

In the event of a tie for an award, head-to-head standings will prevail. If teams are still tied, the run differential from the head-to-head games will prevail. A one game playoff is possible.

### INJURIES

46. All participation with the City of Longview Parks and Recreation Department is strictly voluntary. The City of Longview assumes no responsibility for injuries received by anyone participating in a sports league.

47. BLOOD RULE

Any player or umpire that is injured during the game and has blood on their body or clothing will be required to cover the open wound or change clothing in a reasonable length of time. Players or umpires must leave the game until the bleeding is stopped or covered.

48. CONCUSSIONS

Concussions have become a serious concern in all sports. A player that is injured and has concussion-like symptoms such as blurred vision, headaches, dizziness will not be allowed to continue the game.

49. If anyone under the age of 16 is allowed in the dugout, they must be away from the dugout entrance and on the bench.

50. When Longview PARD softball rules are not used, ASA rules will be enforced.

51. Players must stay in the dugout or outside the playing area unless they are playing defense, coaching, or an on-deck batter. On deck batters must be in their team's dugout area.

52. The Longview PARD Athletic Supervisor supervises all leagues and presides over all rules and regulations. He/she will have the authority, at any time, to implement or amend any rule or regulation concerning the softball program. He will make the final decision concerning the best interest of all leagues and the City of Longview.

53. Arguing judgement calls (balls, strikes, outs or safe) could result in an ejection. Questions about calls should be calmly made by the coach and the umpire that made the call.

### PROFANITY RULE

54. Any player who uses profanity while playing defense or on offense could result in *their team being charged with an out. The team batting could be charged with an out.* Teams on defense charged with profanity will result in the team forfeiting an out when they come to bat on offense. Players charged with profanity could be disqualified or ejected.

PROFANITY HAS BECOME A SERIOUS PROBLEM IN LEAGUE PLAY AND MANY COMPLAINTS HAVE BEEN BROUGHT TO PARD'S ATTENTION. PLAYERS USING LOUD AND VULGAR LANGUAGE COULD BE DISQUALIFIED OR EJECTED. IF EJECTED AND THE PLAYER REFUSES TO LEAVE THE PLAYING FIELDS OR COMPLEX, OR THREATENS AN UMPIRE OR ANOTHER PLAYER OR FAN COULD AND WILL BE EJECTED FROM ANY CITY OF LONGVIEW PROPERTY (OWNED OR LEASED) FOR A MINIMUM OF ONE YEAR.

Profanity should and will not be tolerated on the fields, in the dugouts or in the stands by anyone. Some words are more serious but profanity is profanity!

Examples:

The F Bomb or other F words will not be used at all and will result in an ejection.

GD word will not be used and will result in an ejection.

A team that has a player ejected and does not have a substitute, THAT TEAM WILL FORFEIT THE GAME. The ejection will be for that game only.

Any other profanity could result in an ejection or disqualification.

Players, fans and coaches have asked that this be STRICTLY enforced. This will be done. All TEAMS and ALL PLAYERS. All SPECTATORS.

### CRASHING INTO A FIELDER WITH THE BALL

55. In order to prevent injury, the runner could be called out to protect the defensive player attempting to make a play on the runner. If the defensive player has the ball and the runner remains on his/her feet, an out will be called. If the act, in the judgment of the umpire, is determined to be flagrant, the offender could be ejected or disqualified from the game. A runner may legally slide into the fielder. If a crash occurs, an out is called and the ball will be declared dead and runners will be returned to the last base touched at the time of the interference. FIELDERS MUST HAVE POSSESSION OF THE BALL BEFORE BLOCKING THE PLATE OR BASES. BLOCKING THE BASE WITHOUT THE BALL COULD RESULT IN OBSTRUCTION BEING CALLED ON THE DEFENSIVE PLAYER. The umpire can not require the player to slide.

### STEALING

56. BASE STEALING WILL BE ALLOWED IN ALL OPEN, INDUSTRIAL, AND MENS CHURCH LEAGUE PLAY. IT WILL ALSO BE ALLOWED IN WOMEN'S OPEN. A RUNNER MAY ADVANCE WHEN THE BALL REACHES HOME PLATE. THE BALL REMAINS ALIVE UNTIL THE PITCHER HAS POSSESSION OF THE BALL IN THE IN-FIELD AND ALL IMMEDIATE PLAY HAS APPARENTLY COMPLETED. RUNNERS NOT ADVANCING RETURN TO THE LAST BASE LEGALLY TOUCHED. RUNNERS MAY NOT ADVANCE IF THE PITCHED BALL HITS THE BATTER OR THE GROUND BEFORE REACHING THE FRONT EDGE OF HOME PLATE OR HITTING HOME PLATE. THE BALL IS DEAD AND A BALL IS AWARDED TO THE BATTER.

STEALING IS NOT ALLOWED IN COED PLAY.

### DOUBLE BASE RULE

57. The rule now is basically written so that as a batter-runner, while advancing to first base the color you must touch is the orange part of the bag. The defense touches the white part of the bag. If the throw is wide or from foul territory the runner may touch any part of the bag.
- Once the runner has passed first base, the base now becomes one base consisting of a colored portion and a white portion 30 x 15 vs. 15 x 15.
- After a runner has reached first base they may be on the orange or the white part of the base. After the runner has returned to the base, no appeal can be made. On balls hit to the outfield and there is no play on the batter-runner, they may touch either the white or colored portion. On a tag up, the runner may tag from the white or colored portion. On a routine play the runner touches the orange and the defense touches the white part of the base.

### GLOVES/MITTS

58. Glove/Mitt- A glove/mitt may be worn by any player.

### BATTERS

59. All batters will have a one ball-one strike count when the batter comes to bat. The batter will not be allowed a second foul ball before being called out.  
Batters have 10 seconds to get into the batters box.

### PITCHERS

60. Pitchers are allowed one minute or three warm up pitches between innings to the catcher or another fielder. The pitcher must pitch from the pitcher's rubber. The pitch must be at a slow speed with a minimum arc of 6 feet from the ground to a maximum of 10 feet from the ground. A pitcher may leave the pitchers position and stay in the game on defense. A pitcher may return as a pitcher as many times as the team wants providing the player never leaves the game. A returning pitcher will not be allowed any warm up pitches. Each new pitcher will be allowed warm up pitches and must pitch 1 pitch before being replaced

#### ALTERED BATS

61. Changes made to a bat after it has been approved by ASA makes the bat become an altered bat. Bats that have been altered or shaved could be taken from the team or player and sent to the bat manufacturer or ASA for testing. Refusing to have your bat tested could result in a suspension from PARD, ASA or other organizations. Painting a bat becomes an altered bat. Any team member, coach, or umpire can request that a bat be inspected and tested at any time.

#### ILLEGAL BATS

62. Bats that have excessive dents, cracks, flat spots, rattles, excessive wear, loose end caps, are parts of an illegal bat. If the umpires rule the bat illegal, the bat will not be allowed in the game.

#### THROWING A BAT

63. Throwing or carrying a bat- When a player throws the bat intentionally in anger the player will be disqualified or ejected. Should the bat slip from batters hand there is no penalty. A batter may carry his/her bat around the bases unless they interfere with or threaten a defensive player.

#### FORFEITS

64. One or more forfeits do not disqualify a team from the league. However, a team that forfeits a game will not be entitled to a team award at the end of the season.

#### CELL PHONES

65. Cell phones, pagers, etc. are not allowed to be worn or carried on to the playing field or scorekeepers stand. THIS INCLUDES ALL PLAYERS, UMPIRES, AND SCOREKEEPERS.

PITCHER SAFETY RULE (NEW 30" INCH LINE).

66. ANY HIT INSIDE THE 30 INCH LINE EXTENDED FROM THE PITCHING RUBBER TOWARD HOME PLATE IN THE AIR OR ON THE GROUND HIT TO THE PITCHER WILL BE AN AUTOMATIC OUT. THE BALL WILL BE DEAD AND NO RUNNERS WILL ADVANCE. THE LINES WILL EXTEND 6 FEET TOWARD HOME PLATE. IF THE BALL IS HIT OVER THE HEAD OF THE PITCHER THE BALL IS ALIVE AND IN PLAY. HOW SLOW OR HOW HARD IS NOT PART OF THE RULE. ANY HIT INSIDE THE LINES WILL BE AN OUT AND THE BALL IS DEAD. NO RUNNERS WILL BE ALLOWED TO ADVANCE.

A BATTER ON ANY TEAM THAT INTENTIONALLY THREATENS TO DO HARM TO THE PITCHER OR THREATENS TO HIT DIRECTLY AT THE PITCHER WILL BE EJECTED AND REMOVED TO THE PARKING AREA.

THIS IS THE RESPONSIBILITY OF BOTH UMPIRES AND WILL NOT BE PROTESTABLE. THIS WILL BE STRICTLY ENFORCED BY ALL UMPIRES AND THERE WILL BE NO EXCEPTION TO THE RULE. THE COACH OR MANAGER IS RESPONSIBLE FOR HIS/HER TEAM ACTIONS

TEAM NAMES

67. All team names must be approved by PARD staff. No team names will be allowed that imply profanity, sexual innuendos, or vulgar/suggestive/questionable material.

PARD WILL HAVE THE FINAL SAY ON WHETHER A TEAM NAME IS ALLOWED OR NOT.

PETS

68. Pets (dogs/cats) are allowed into the Hinsley Park Softball Complex. All pets must be on a leash at all times. Pets will not be allowed to run free in the complex. Pets will not be allowed to be chained to the fence, dugouts or bleachers. Pets will not be allowed in the dugouts due to player safety concerns at any time. Pets that show aggression or anger will be removed from the complex. PLEASE NOTE: The pet's owners must have control of the pet at all times. Pet owners are responsible for their pets. Pet owners will clean up after their pets. Government issued animals are allowed in the dugouts.

BASE DISTANCE

69. Base distance for all leagues are 70 feet.

#### COURTESY RUNNERS

70. All teams will be allowed one courtesy runner per inning in every division. The courtesy runner will be the last person that batted and did not reach base successfully. In coed play the courtesy runner could be either male or female. (only one per inning)  
A female will run for a female batter and a male will run for a male batter.  
A courtesy runner will not be allowed until the batter has reached 1<sup>st</sup> base safely.

#### SOFTBALL RULE CHANGE - NOW IN EFFECT (Implemented MAY, 2013)

Any team may begin and end a game with 7 players. An automatic out will be recorded for the 8<sup>th</sup> player. If player 8 arrives after the game has started, the automatic out will be deleted. Players 9 and 10 will be added as they arrive. All late players must be added to the line-up sheet prior to entering the game. Umpire should give the late player change to the scorekeeper.

#### Coed Play

A game may begin and end with 7 players: 4 men/3 women or 3 men/4 women. An out will be recorded to balance the men-women batting order. If the late short player, a man or woman needed, arrives to balance the men-women ratio, the automatic out will be deleted. Players 9 and 10 (1 each) will be added as they arrive. All late players must be added to the line-up sheet prior to entering the game. Umpires should give the late player change to the scorekeeper. A coed game can still start with 6 men and 6 women, 5 men and 5 women, 5 men and 4 women with an out, 4 men and 5 women with an out.

#### Reason for This Change

To all teams that are one player short to have the opportunity to play instead of forfeiting a game. This will be an official legal game.

PARD RESERVES THE RIGHT TO MAKE NEW RULES OR CHANGE ANY RULE DURING THE SEASON THAT IMPROVES THE RULES OF THE GAME OR PLAYER SAFETY



THE LONGVIEW PARD SOFTBALL RULES ARE BY THE ASA CODE AND RULE BOOK.EXCEPT FOR  
THE CITY OF LONGVIEW PARKS AND RECREATION RULES ADOPTED FOR OUR LEAGUE GAMES